
Subject: Re: Proposed change to U++ to allow owning children.

Posted by [Lance](#) on Wed, 20 Apr 2011 00:44:11 GMT

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Adding Detach is a piece of cake.

Something like this:

```
Ctrl& Ctrl::Detach()
{
    if(owned)
    {
        owned=false;
        parent->RemoveChild(this);
    }
    return *this;
}
```

I intentionally disallow all subsequent changing owned state capabilities so that it appears less dangerous/error-prone. If nobody can detach it, its destruction by its parent is guaranteed. Changing parent will not break the mechanism. Detach and leave alone will open the door for memory leak.
